

JAPANESE

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CLAIMS DETAILED DESCRIPTION TECHNICAL
FIELD PRIOR ART EFFECT OF THE INVENTION
TECHNICAL PROBLEM MEANS OPERATION
DESCRIPTION OF DRAWINGS DRAWINGS

[Translation done.]

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Field of the Invention] This invention relates to a slot machine and the slot machine which can express a pattern using fluorescent ink and can express in more detail two kinds of patterns which are different in one pattern by lighting and putting out lights of an ultraviolet ray lamp.

[0002]

[Description of the Prior Art] Conventionally, as this kind of a slot machine, 21 patterns are expressed to the peripheral face of three rotation reels, respectively, and when those specific patterns gather on the effective winning line described on the case surface, it is set as it, for example so that winning a prize may become final and conclusive. Specifically, the rotation reel is provided with the rotating drum made of a synthetic resin which rotates by a driving source, and the reel tape wound around the peripheral part of this rotating drum. And 21 patterns are drawn on the peripheral surface of this reel tape with color ink, for example. And the rotation reel is incorporated so that these patterns may be in sight from the outside through the pattern

Drawing selection Representative draw

スタートスイッチ 3 0	逆技斜面装置 2 0	リールユニット 6 0
スタートスイッチ 8 0	通常遊技副賞手数 7 0	ホッパーユニット 6 0
	特別遊技制御手段 8 0	紫外線ランプ制御手段 8 7
	B B ゲーム制御手段 9 0 (9 1)	
	R B ゲーム制御手段 1 0 0 (1 0 1)	
	入賞抽選手段 1 1 0	
	紫外線ランプ制御手段 1 2 0	

[Translation done.]

display windows by the side of the front face of the case of a slot machine.

[0003]The conventional slot machine arranges a fluorescent lamp to the front slanting upper part of a rotation reel, front slanting lower parts, or those both, and is illuminating the pattern of the peripheral face of a rotation reel with this fluorescent lamp. In order to make the temper over a game person's game raised, lighting systems, such as a lamp, are arranged this fluorescent lamp and around a rotation reel, and lighting or the work which carries out blink operation is carried out timely in these lighting systems.

[0004]

[Problem(s) to be Solved by the Invention]However, in the above-mentioned conventional slot machine, the pattern drawn on the circumference of a rotation reel has only the work which displays one kind of specific pattern drawn beforehand chiefly, lighting or blink operation of the lighting system around a rotation reel was performed, and there was a limit also in the device which enlivens a temper.

[0005]Then, the place which each invention indicated to each claim, respectively is made in view of the problem which the above-mentioned Prior art has, and is made into the purpose is at the following point.

(Claim 1, i.e., the invention according to claim 1). The same pattern can be used as two kinds of different patterns by the change of lighting of an ultraviolet ray lamp, and putting out lights, The number of patterns can be made to be able to increase in the limited field, the diversity of a game can be increased, and it is going to provide the slot machine which can play a game what is full of interest.

(Claim 2) In addition to the purpose of the above-mentioned invention according to claim 1, the invention according to claim 2 aims at the following point.

[0006]Namely, in the time of putting out lights of an ultraviolet ray lamp the invention according to claim 2, It is going to provide the slot machine to which what kind of pattern is hidden, a game person's hope can be increased, and an ultraviolet ray lamp can be made to be able to turn on, the pattern which consists of a fluorogram pedicel can be made to be able to emerge suddenly, and unexpected nature can be made to give.

(Claim 3) In addition to the purpose of the above-mentioned invention according to claim 1 or 2, the invention according to claim 3 aims at the following point.

[0007]That is, the invention according to claim 3 tends to provide the slot machine which can report the existence of winning-a-prize flag formation to a game person by the existence of lighting of an ultraviolet ray lamp.

(Claim 4) In addition to the purpose of the above-mentioned invention according to claim 1 or 2, the invention according

to claim 4 aims at the following point.

[0008]That is, the invention according to claim 4 does not tend to know whether the pattern has gathered to lighting of an ultraviolet ray lamp after a stop of a rotation reel, but tends to provide the slot machine which can make a game person's hope maintain to the last.

[0009]

[Means for Solving the Problem](Focus) Each invention indicated to each claim, respectively is made in order to attain each above-mentioned purpose, and it is explained below using an embodiment of the invention which showed the focus of each invention to a drawing.

[0010]Numerals in a parenthesis show numerals used in an embodiment of the invention, and do not limit a technical scope of this invention. A drawing number also shows a drawing number used in an embodiment of the invention, and does not limit a technical scope of this invention.

(Claim 1) The invention according to claim 1 is

characterized by the following point.

[0011]Namely, a slot machine (10) concerning this invention, A reel unit (60) which it has the rotation reel (40) which displayed two or more patterns (61) on a peripheral face as a case (11), and is fixed to said case (11), A start switch (30) for making a drive of said reel unit (60) start, By operation of a stop switch (50) for stopping a drive of said reel unit (60), and said start switch (30) and said stop switch (50). It has a game controller (20) for controlling rotation and a stop of said rotation reel (40).

[0012]And an ultraviolet ray lamp (67) which can irradiate a peripheral face of said rotation reel (40) with ultraviolet rays is fixed to said case (11), A peripheral face of said rotation reel (40) at least a pattern (61) of a piece, It is formed from a fluorogram pedicel (62) drawn by fluorescent ink with character which emits light by irradiating ultraviolet rays, and what are possible visible at visible light, that were usually drawn in ink and that usually combined a pattern part (63).

[0013]And said game controller (20) is provided with an ultraviolet ray lamp control means (120) which controls lighting or putting out lights of said ultraviolet ray lamp (67), By putting out lights or lighting of an ultraviolet ray lamp (67) by said ultraviolet ray lamp control means (120). A pattern (61) of a peripheral face of said rotation reel (40) which usually consists a pattern (61) of a piece of a pattern part (63) at least, Usually, it was made usable as two kinds of different patterns (61) with a pattern (61) which consists of combination of a pattern part (63) and a fluorogram pedicel (62).

[0014]Here, "fluorescent ink" contains paints which will emit light if ultraviolet rays are irradiated, and BL ink (a

trade name, a product made from an incorporated company solar mark) is used, for example. Under the usual lighting, although this fluorescent ink is opalescence, for example, if ultraviolet rays are irradiated, it will emit light in various colors. Here, "an ultraviolet ray lamp (67)" is a lamp which can emit ultraviolet rays, and it is called what is called a black light and a dark light.

[0015]Here, with the usual lighting systems, such as a fluorescent lamp and an incandescent lamp, "it is usually a pattern part (63)" is a pattern which can be seen, and, specifically, it corresponds to grave of a small cross shown in drawing 2 and drawing 4, and a hole of a mole of "a re-game (Replay)" shown in drawing 11, for example.

Although it cannot regard as "a fluorogram pedicel (62)" with the usual lighting system, when ultraviolet rays make it glare with an ultraviolet ray lamp (67), Light is emitted, and it emerges, and it can see and corresponds to a mole which took out a face from a hole of "7 (seven)" which specifically emerges on a grave of a cross shown in drawing 3 and drawing 5, for example, and a mole shown in drawing 12.

(OPERATION) A pattern (61) of a peripheral face of a rotation reel (40) of a slot machine (10) concerning this invention is formed from a fluorogram pedicel (62) drawn by fluorescent ink, and what are possible visible at visible light, that were usually drawn in ink and that usually combined a pattern part (63). For this reason, in the state where an ultraviolet ray lamp (67) was made to switch off by an ultraviolet ray lamp control means (120), a pattern (61) of a piece, at least is recognized as a pattern (61) of a peripheral face of a rotation reel (40) which usually consists of a pattern part (63). On the other hand, in the state where an ultraviolet ray lamp (67) was made to turn on by an ultraviolet ray lamp control means (120), the pattern (61) concerned is recognized as a pattern (61) which usually consists of combination of a pattern part (63) and a fluorogram pedicel (62). That is, it can be used as two kinds of different patterns (61) by lighting or putting out lights of an ultraviolet ray lamp (67) of a peripheral face of a rotation reel (40) according a pattern (61) of a piece to an ultraviolet ray lamp control means (120) at least. A field where a peripheral face of a rotation reel (40) was restricted by this as compared with a case where a pattern (61) is used as one kind of thing can be used, the number of patterns (61) can be increased, the diversity of a game content can be made to increase, and a game can be played what is full of interest.

[0016]Since lighting or putting out lights of an ultraviolet ray lamp (67) can express the same pattern (61) as two kinds of patterns (61), a game person can be visually told about change of game conditions by lighting or putting out lights of an ultraviolet ray lamp (67). Usually specifically, for

example RB game from a game, what is called a regular bonus game. (It is hereafter called "RB game") By turning on an ultraviolet ray lamp (67), when it shifts to the so-called special game of BB game and a big bonus game (henceforth "BB game"), Usually, different patterns (61) from a game can be used and that in which the game content also differs from a game can usually be performed. Thereby, it is intensely appealable visually to a game person that game conditions differ. Since a pattern (61) is formed using fluorescent ink with character which emits light by irradiating ultraviolet rays and this is especially irradiated with ultraviolet rays with an ultraviolet ray lamp (67) by this invention, A completely different atmosphere from what looks at a pattern (61) drawn in usual ink under a fluorescent lamp can be brewed. Thereby, while being able to uplift a game person's temper, change of game conditions can be told visually.

[0017]If a fluorogram pedicel (62) is provided in some patterns (61) among two or more patterns (61) arranged around a rotation reel (40), A pattern (61) which has a fluorogram pedicel (62) which uses this fluorescent ink can be vividly highlighted from a pattern (61) which is not using other fluorescent ink. For this reason, work which aims at and stops a pattern (61) which uses this fluorescent ink on a predetermined effective winning line out of a rotating rotation reel (40), and what is called eye aggressiveness can be made easy to perform. Thereby, a beginner unfamiliar to eye aggressiveness can also simplify eye aggressiveness, and can raise game nature.

(Claim 2) In addition to the above-mentioned focus of the invention according to claim 1, the invention according to claim 2 is characterized by the following point.

[0018]That is, it is characterized by a thing for which no pattern parts (63) are drawn on a peripheral face of said rotation reel (40), but are usually formed in it from a fluorogram pedicel (62) and which include a pattern of a piece at least.

(OPERATION) According to this invention, since [which includes a pattern (61) of a piece at least] no pattern parts (63) are drawn, they will usually be in the blank state where what pattern (61) is not in sight in a peripheral face of a rotation reel (40) at the time of putting out lights of an ultraviolet ray lamp (67). For this reason, at the time of putting out lights of an ultraviolet ray lamp (67), a game person does not know at all what kind of pattern (61) is hidden by a fluorogram pedicel (62). Thereby, which pattern (61) is hidden by a fluorogram pedicel (62), or a game person's interest can be made to maintain.

[0019]And since the pattern (61) concerned is formed from a fluorogram pedicel (62), it can make a fluorogram pedicel

(62) applied by fluorescent ink able to emit light, and can be made to emerge suddenly by turning on an ultraviolet ray lamp (67). Thereby, unexpected nature can be given to a game and a game can be played what is full of interest.

(Claim 3) In addition to the above-mentioned focus of the invention according to claim 1 or 2, the invention according to claim 3 is characterized by the following point.

[0020]That is, said game controller (20) is provided with a winning-a-prize drawing means (110) which casts [that it is winning a prize and] lots. And when a lottery result by said winning-a-prize drawing means (110) is said winning a prize, a winning-a-prize flag is materialized, During said winning-a-prize flag formation, combination of a stopped pattern (61) of said rotation reel (40), It was set up give [on condition that it was in agreement with a predetermined winning-a-prize pattern (61), winning a prize may be become final and conclusive, and] a game person profits, and by lighting or putting out lights of said ultraviolet ray lamp (67), existence of said winning-a-prize flag formation was formed in a game person so that information was possible.

(OPERATION) This invention controls lighting of an ultraviolet ray lamp (67), and by existence of luminescence of a fluorogram pedicel (62) drawn by fluorescent ink of the circumference of a rotation reel (40), forms existence of winning-a-prize flag formation in a game person so that information is possible. By for this reason, lights which have arranged winning-a-prize flag formation to the front-face side of a case (11), such as the usual lamp and LED. A game person who is concentrating a look on rotation of a rotation reel (40) can remove a look frequently from a rotation reel (40), does not need to gaze at a lamp etc., and can make a game person's concentration maintain as compared with what is reported.

[0021]As compared with what reports winning-a-prize flag formation by a sound from a loudspeaker provided in a front face of a case (11), it can report to a game person who is filling a rotation reel (40) with a look also in a loud game hall certainly. That is, making a specific pattern (61) of a rotation reel (40) emit light can make a game person who fills a pattern (61) of a rotation reel (40) with a look, concentrates a nerve, and is performing a game detect change of a pattern (61) sensitively, and it can grow into him with a certain and effective informing means. Thereby, a game person can be certainly told about existence of formation of a winning-a-prize flag.

(Claim 4) In addition to the above-mentioned focus of the invention according to claim 1 or 2, the invention according to claim 4 is characterized by the following point.

[0022]That is, during rotation of a rotation reel (40), said

ultraviolet ray lamp control means (120) was formed so that an ultraviolet ray lamp (67) might be made to switch off and an ultraviolet ray lamp (67) might be made to turn on after a stop of a rotation reel (40).

(OPERATION) According to this invention, an ultraviolet ray lamp control means (120) is making an ultraviolet ray lamp (67) switch off during rotation of a rotation reel (40). For this reason, a pattern (61) usually formed of a pattern part (63) is in sight during rotation of a rotation reel (40). And when an ultraviolet ray lamp (67) lights up after a stop of a rotation reel (40), in a pattern part (63) and a fluorogram pedicel (62), a union ***** pattern (61) usually appears. Namely, a pattern (61) will not be specified for a rotation reel (40) during rotation, but it will be specified by pattern (61) after a stop of a rotation reel (40), and a game person, A hope can be made to maintain to the last which pattern (61) stopped until rotation of a rotation reel (40) stops.

[0023]

[Embodiment of the Invention](A first embodiment)

(Explanation of a drawing) Drawing 1 thru/or drawing 8

show an embodiment of the invention. The block diagram of a slot machine and drawing 2 drawing 1 The appearance front view of the pattern at the time of putting out lights of an ultraviolet ray lamp, The appearance front view of the pattern at the time of lighting of an ultraviolet ray lamp and drawing 4 drawing 3 The appearance front view of the pattern of three rotation reels at the time of ultraviolet ray lamp putting out lights, Outline drawing of longitudinal section of the attaching position of an ultraviolet ray lamp [as opposed to / as opposed to / as opposed to / in drawing 5 / the appearance front view of the pattern of three rotation reels at the time of ultraviolet ray lamp lighting / in drawing 6 / the appearance front view of a slot machine / a rotation reel in drawing 7] and drawing 8 show the flow of the outline of operation of a slot machine, respectively. (Slot machine 10) Ten show the slot machine 10 among a figure.

[0024]The slot machine 10 has the square box-like case 11, as shown in drawing 6. The square window-like display window 12 which faces toward the game person side is formed in the center section and the upper part of said case 11. And the pattern display windows 13 which can see the pattern 61 of the three rotation reels 40 are formed in the center of the display window 12 of this center section. Although not illustrated, the game controller 20 (refer to drawing 1) for controlling rotation and a stop of the rotation reel 40 by operation of the start switch 30 and the stop switch 50 is built in the inside of the slot machine 10.

(Game controller 20) Although the above-mentioned game controller 20 is not illustrated, it was constituted focusing on CPU and provided with ROM, RAM, I/O, etc. And CPU functions as the following (1) thru/or a means of (4) by reading the program memorized by ROM.

[0025](1) It is not limited to the means of (1) - (4) above-mentioned as the game controller 20 which is the normal game control means 70(2) special-game control means 80(3) winning-a-prize drawing means 110(4) ultraviolet-ray-lamp control means 120, and other means may be included. CPU is not limited to a piece but it may be made to control it by two or more CPUs.

(Input stage) The following part is connected to the input stage of the above-mentioned game controller 20 as shown in drawing 1.

[0026](1) It is not limited to the part of (1) and (2) above-mentioned as an input stage which is the start switch 30 (2) stop switch 50.

(Output stage) The following part is connected to the output stage of the game controller 20 as shown in drawing 1.

[0027](1) It is not limited to the part of (1) thru/or (3) above-mentioned as an output stage which is the reel unit 60 (2) hopper unit 65 (3) ultraviolet ray lamp 67.

(Start switch 30) As shown in drawing 6, the above-mentioned start switch 30 is a lever located in the slanting lower part of the rotation reel 40, and is for making the drive of the reel unit 60 start on condition of an injection of a game medal.

(Stop switch 50) The above-mentioned stop switch 50 is for stopping the drive of the reel unit 60. As the stop switch 50 is shown in drawing 6, it comprises three switches corresponding to each rotation reel 40, and, specifically, each one rotation reel 40 of every is arranged caudad.

(Reel unit 60) The above-mentioned reel unit 60 comprises the three rotation reels 40 and a motor for rotating each rotation reel 40 separately. And each rotation reel 40 is provided with the following.

The rotating drum 41 which consists of synthetic resins.

The reel tape 42 of tape shape stuck on the circumference of this rotating drum 41.

The pattern [two or more (for example, 21 pieces)] 61 is displayed on the peripheral face of this reel tape 42.

(Pattern 61) The above-mentioned pattern 61 is drawn on the peripheral face of the reel tape 42 of the rotation reel 40 to the divided field 21 pieces, for example. When this pattern 61 gathers on a predetermined effective winning line during winning-a-prize flag formation, winning a prize is become final and conclusive. And the peripheral face of the reel tape 42 of the rotation reel 40 at least the pattern 61 of a piece, It is formed from the fluorogram pedicel 62 drawn by

fluorescent ink with the character which emits light by irradiating ultraviolet rays, and what are possible visible at visible light, that were usually drawn in ink and that usually combined the pattern part 63.

[0028]As shown in drawing 2 and drawing 4, specifically, the pattern part 63 is usually formed from the grave of a small cross. And as shown in drawing 3 and drawing 5, the fluorogram pedicel 62 is formed so that it may lap with the grave of the small cross and the numerical value of "7" may emerge by the exposure of the ultraviolet ray lamp 67. Since game nature is increased, in 21 patterns arranged by the periphery of the rotation reel 40, what is not drawn has the fluorogram pedicel 62 of "7" which consists of a small cross usually have only the pattern part 63 and according to fluorescent ink.

(Hopper unit 65) Although the above-mentioned hopper unit 65 does not illustrate, it is for paying out a game person a medal based on the result of a game.

(Ultraviolet ray lamp 67) As the above-mentioned ultraviolet ray lamp 67 is shown in drawing 7, one thing of long shape is arranged in a total of 2 and each transverse direction near the upper-and-lower-ends part of the pattern display windows 13 of the near side of the reel unit 60. This ultraviolet ray lamp 67 can irradiate the near side of the peripheral face of the rotation reel 40 with ultraviolet rays. Although the two ultraviolet ray lamps 67 are installed in the maximum of the rotation reel 40, they are not limited to in particular this and may be arranged only to any one in the upper and lower sides.

[0029]It is not limited to what always maintains a lighted condition, but may be made to make it blink with a surf smelt surf smelt in a predetermined cycle, and may be made for the lighting method of the ultraviolet ray lamp 67 to combine them.

(Normal game control means 70) The above-mentioned normal game control means 70 is for making a game usually perform.

[0030]That is, if the start switch 30 is operated on condition of an injection of a medal, the reel unit 60 will drive and the three rotation reels 40 will start rotation. Then, operation of the piece of the stop switch 50 will stop rotation of the corresponding rotation reel 40 concerned. And if the three stop switches 50 are operated altogether, all of rotation of the three rotation reels 40 will stop.

[0031]If the pattern 61 beforehand set up on the effective winning line of the display window 12 stops at this time, the medal of a specified number will pay out via the hopper unit 65. A credit may be carried out instead of paying out a medal. Winning a prize is equipped with small bonus winning a prize which gives a game person profits, and the

special prize which gives a game person still bigger profits than this small bonus winning a prize. And when a lottery result is a special prize, a special prize flag is materialized, During this special prize flag formation, the combination of the stopped pattern 61 of the rotation reel 40 of the reel unit 60, On condition that it was in agreement with the predetermined special prize pattern 61 (for example, thing to which three "7" gathers on an effective winning line) defined beforehand, winning a prize is become final and conclusive, and it is formed so that a special game advantageous to a game person may be made to perform. And although the special prize flag was materialized by a lottery, when the combination of the stopped pattern 61 of the rotation reel 40 is not in agreement with the special prize pattern 61, it is set up so that the right of special prize flag formation may be carried over by the game after it.

[0032]While materializing a special prize flag, whether it can arrange on an effective winning line depends the special prize pattern 61 on the timing of the stop switch 50. Since it is specifically set up so that the rotation reel 40 may stop within 190 ms after operating the stop switch 50, In the pattern 61 61 on the circumference of the rotation reel 40 which can stop within 190 ms which can be drawn, for example, four patterns which can be drawn, after operating the stop switch 50, When the special prize pattern 61 is included, the rotation reel 40 draws the special prize pattern 61 on an effective winning line, and stops. On the other hand, when the special prize pattern 61 is not included in these four patterns 61 that can be drawn, the special prize pattern 61 cannot be drawn on an effective winning line, and it cannot stop, but the right of special prize flag formation will be carried over by the following game.

[0033]The number of the above-mentioned pattern 61 which can be drawn may be determined, and may not be limited to the four above-mentioned pieces by the stop time of pattern 61 size shape and the rotation reel 40 after stop switch 50 operation, and other number may be sufficient as it.

(Special game control means 80) The above-mentioned special game control means 80 is for making a special game advantageous to a game person perform based on the lottery result of a drawing means.

[0034]As the above-mentioned special game, when it divides roughly, there is the following game.

(1) BB game (specific introduction game)

(2) RB game (specific game)

RB game is independently performed, when carried out into BB game, and also when there is nothing in BB game Naka. As a special game, it is not limited to the above-mentioned game of (1) and (2).

[0035]Usually, in a game, although not illustrated, if the

patterns 61, such as "7", gather on [three] an effective winning line, for example, the medal of 15 sheets will pay out via the hopper unit 65. BB game is started at this time. If the special game control means 80 is divided roughly as shown in drawing 1, specifically, it will be provided with the following means.

[0036](1) BB game control means 90 (specific introduction game control means 91)

(2) RB game control means 100 (specific game control means 101)

(BB game control means 90) The above-mentioned BB game control means 90 is for controlling BB game. if it specifically shifts to BB game -- maximum times predetermined in RB game in BB game, for example, 3 times, -- or maximum times predetermined in the usual game in BB game -- for example, it can carry out a maximum of 30 times.

(RB game control means 100) The above-mentioned RB game control means 100 is for controlling RB game.

[0037]If it shifts to RB game, a medal serves as an one-sheet injection, and when the predetermined pattern 61 of the rotation reel 40 gathers on the center line of the display window 12, specifically, it will become winning-a-prize decision. And in RB game, a maximum of 12 specific winning-a-prize games of whether to win a prize can be performed, and a maximum of eight winning-a-prize decision is possible before long. That is, a maximum of eight winning a prize is become final and conclusive, or RB game is ended by a maximum of 12 ends of a specific winning-a-prize game.

(Winning-a-prize drawing means 110) The above-mentioned winning-a-prize drawing means 110 casts lots in the winning-a-prize judging of being winning a prize based on the lottery probability defined beforehand. And when the lottery result by the winning-a-prize drawing means 110 is winning a prize, a winning-a-prize flag is materialized. And as mentioned above, on condition that it was in agreement with the winning-a-prize pattern 61 as which the combination of the stopped pattern 61 of the rotation reel 40 was beforehand determined during winning-a-prize flag formation, winning a prize is become final and conclusive, and expenditure of a medal and profits, such as a special game, are given to a game person.

[0038]Although this winning-a-prize drawing means 110 can cast lots also in any of the special game which usually consists of a game, a RB game, and a BB game, it is not limited to in particular this. For example, the lottery of only the specific winning-a-prize game of RB game is dealt with, and although the lottery in particular of other games does not illustrate, other established drawing means may be made

to perform it in this winning-a-prize drawing means 110 separately.

[0039]Although the winning-a-prize drawing means 110 in particular is not illustrated, if it divides roughly, specifically, A random number generation means to generate the random number for a winning-a-prize lottery in a predetermined field (it is [0-16383, and] 0 - 255 grade at a decimal number), The random number extracting means which extracts the random number which this random number generation means generates on condition of predetermined (for example, operation of the start switch 30), The winning-a-prize decision table which has lottery probability data which serves as appearance frequency of each winning-a-prize item among all the fields of the random number which said random number generation means takes, The winning-a-prize area judging data which consists of a prize area of each winning-a-prize item in all the fields of the random number which a random number generation means takes based on the extraction random number data and the lottery probability data of a winning-a-prize decision table which the random number extracting means extracted is compared, It has the judging means which determines winning a prize corresponding to the prize area where the extraction random number data concerned belongs.

(Ultraviolet ray lamp control means 120) The above-mentioned ultraviolet ray lamp control means 120 is for controlling lighting or putting out lights of the ultraviolet ray lamp 67. By and putting out lights or lighting of the ultraviolet ray lamp 67 by the ultraviolet ray lamp control means 120. It is made usable as two kinds of different patterns 61 of the pattern 61 of the peripheral face of said rotation reel 40 which usually consists the pattern 61 of a piece only of the pattern part 63 at least, and the pattern 61 which usually consists of combination of the pattern part 63 and the fluorogram pedicel 62.

The outline of (operation of the slot machine 10), next operation of the slot machine provided with the above-mentioned composition is explained using the flow shown in drawing 8.

[0040]First, in Step 100, the start switch 30 will be in an operational state by the medal injection by a game person. And although not illustrated, in the game controller 20, turning on and off of the start switch 30 is supervised, and it is judged whether the start switch 30 was operated. And it progresses to Step 101. In Step 101, the start switch 30 is operated by one by a game person. And it progresses to the following step 102.

[0041]A lottery is performed by the winning-a-prize drawing means 110 in Step 102. And it progresses to the following step 103. In Step 103, it is judged as a result of

the lottery process of Step 102 whether the special prize flag of BB game or RB game is materialized. And when judged with the special prize flag of BB game or RB game being materialized as a result of a lottery process, it progresses to the following step 104.

[0042]In Step 104, the ultraviolet ray lamp 67 lights up by control of the ultraviolet ray lamp control means 120. "7" of the fluorogram pedicel 62 emits light and emerges so that this may lap on the usual pattern part 63 which consists of a grave of a cross. Thereby, a game person can be certainly told about the winning-a-prize flag being materialized. Since the character of "7" of this fluorogram pedicel 62 is drawn by fluorescent ink, when the ultraviolet ray lamp 67 is irradiated, it can emit light and can be vividly highlighted out of the pattern 61 which is not using other fluorescent ink. This can make what is called eye aggressiveness easy to perform. And it progresses to the following step 105.

[0043]In Step 105, the game of BB game or RB game is performed. Since the concrete contents of BB game and the RB game were mentioned above, they omit explanation. And it progresses to the following step 106. BB game or RB game is completed in Step 106. And it progresses to the following step 107.

[0044]In Step 107, the ultraviolet ray lamp 67 goes out by control of the ultraviolet ray lamp control means 120. And a game is completed. In said step 103, when judged with the special prize flag of BB game or RB game not being materialized as a result of the lottery process of Step 102, it progresses to the following step 108.

[0045]In Step 108, the usual game in the state where the special prize flag of BB game or RB game is not materialized, and the state where it is not inside per what is called inside is performed. And a game is completed.

(A second embodiment)

(Explanation of a drawing) Drawing 9 and drawing 10 show a second embodiment of this invention, drawing 9 shows the appearance front view of the pattern at the time of lighting of an ultraviolet ray lamp, and drawing 10 shows the flow of the outline of operation of a slot machine, respectively.

(Slot machine 10) The appearance of the above-mentioned slot machine 10 is the same as that of a first embodiment, and since it is the same as that of drawing 1, it omits explanation.

(Game controller 20) Although the above-mentioned game controller 20 is not illustrated, it was constituted focusing on CPU and provided with ROM, RAM, I/O, etc. And CPU functions as the following (1) thru/or a means of (4) by reading the program memorized by ROM.

[0046](1) The start switch 30 and the stop switch 50 of the normal game control means 70(2) special-game control

means 80(3) winning-a-prize drawing means 110(4) ultraviolet-ray-lamp control means 120, in addition an input stage, The reel unit 60 and the hopper unit 65 of an output stage are the same as that of what was explained by a first embodiment, and explanation is omitted.

[0047]The special game control means 80 and the winning-a-prize drawing means 110 which consist of the normal game control means 70, the BB game control means 90, and the RB game control means 100 are the same as that of what was explained by a first embodiment, and omit explanation. (Pattern 61) For two or more patterns 61, among the above-mentioned patterns 61. It is formed from the fluorogram pedicel 62 drawn by fluorescent ink with the character which emits light by irradiating ultraviolet rays like a first embodiment, and what are possible visible at visible light, that were usually drawn in ink and that usually combined the pattern part 63.

[0048]As shown in drawing 9, specifically, the pattern part 63 is usually formed from the grave of a small cross like a first embodiment. And as shown in drawing 9, the fluorogram pedicel 62 is formed so that it may lap with the grave of the small cross and lovely "bogy" may emerge by the exposure of the ultraviolet ray lamp 67.

(Ultraviolet ray lamp control means 120) The above-mentioned ultraviolet ray lamp control means 120 is for controlling lighting or putting out lights of the ultraviolet ray lamp 67 like a first embodiment. By and putting out lights or lighting of the ultraviolet ray lamp 67 by the ultraviolet ray lamp control means 120. Two or more patterns 61 of the peripheral face of said rotation reel 40 are made usable as two kinds of different patterns 61 of the pattern 61 which usually consists only of the pattern part 63, and the pattern 61 which usually consists of combination of the pattern part 63 and the fluorogram pedicel 62.

[0049]And during rotation of the rotation reel 40, the ultraviolet ray lamp control means 120 is formed so that the ultraviolet ray lamp 67 may be made to switch off and the ultraviolet ray lamp 67 may be made to turn on after a stop of the rotation reel 40. That is, in order for the ultraviolet ray lamp control means 120 concerning this embodiment to make the ultraviolet ray lamp 67 switch off during rotation of the rotation reel 40, the pattern 61 will usually be formed only of the pattern part 63 during rotation of the rotation reel 40. And when the ultraviolet ray lamp 67 lights up after a stop of the rotation reel 40, the pattern part 63 and the fluorogram pedicel 62 will usually appear [the union ***** pattern 61]. That is, a hope can be made to maintain to the last which pattern 61 stopped until the pattern 61 will not be specified, but the pattern 61 will be specified after a stop of the rotation reel 40 and rotation of

the rotation reel 40 stops in a game person, while the rotation reel 40 rotates.

The outline of (operation of the slot machine 10), next operation of SUROTTOMASHI provided with the above-mentioned composition is explained using the flow shown in drawing 10.

[0050]First, in Step 200, the start switch 30 will be in an operational state by the medal injection by a game person. And although not illustrated, in the game controller 20, turning on and off of the start switch 30 is supervised, and it is judged whether the start switch 30 was operated. And it progresses to Step 201. In Step 201, the start switch 30 is operated by one by a game person. And it progresses to the following step 202.

[0051]A lottery is performed by the winning-a-prize drawing means 110 in Step 202. And it progresses to the following step 203. In Step 203, it is judged as a result of the lottery process of Step 202 whether the special prize flag of BB game or RB game is materialized. And when judged with the special prize flag of BB game or RB game being materialized as a result of a lottery process, it progresses to the following step 204.

[0052]In Step 204, operation of the three stop switches 50 is performed by the game person, respectively. And it progresses to the following step 205. In Step 205, it is judged whether all of rotation of the three rotation reels 40 stopped. And when judged with all of rotation of the three rotation reels 40 having stopped, it progresses to the following step 206.

[0053]In Step 206, the ultraviolet ray lamp 67 lights up by control of the ultraviolet ray lamp control means 120. To this state, since the ultraviolet ray lamp 67 has gone out, the game person can usually see only the pattern part 63, and cannot see the fluorogram pedicel 62. For this reason, the pattern 61 cannot be specified but the hope of a game person's winning-a-prize decision can be made to maintain to this step. And it progresses to the following step 207.

[0054]In Step 207, it is judged whether the winning-a-prize pattern 61 for which the winning-a-prize flag of Step 203 is materialized has gathered on the effective winning line. And when it judges that the winning-a-prize pattern 61 under winning-a-prize flag formation of Step 203 has gathered on an effective winning line, it progresses to the following step 208. In Step 208, winning a prize is become final and conclusive, and the medal of the expenditure number of sheets defined beforehand pays out a game person. And it progresses to the following step 209.

[0055]In Step 209, the ultraviolet ray lamp 67 goes out by control of the ultraviolet ray lamp control means 120. And a game is completed. In said step 203, when judged with the

special prize flag of BB game or RB game not being materialized as a result of a lottery process, it progresses to the following step 210.

[0056]In Step 210, the usual game in the state where the special prize flag of BB game or RB game is not materialized and where it is not inside per what is called inside is performed. And a game is completed. In said step 210, by the usual game in the state where the special prize flag of BB game or RB game is not materialized, and the usual game in the state where it is not inside per what is called inside, the ultraviolet ray lamp 67 is not limited to in particular this, although the light is not made to switch on. For example, it is a thing in this step 210 it may be made to make the ultraviolet ray lamp 67 usually turn on by control of the ultraviolet ray lamp control means 120 in a game. Into the usual game in the state where it is not inside per inside, the hope of winning a prize can be given to a game person by this, and game nature can be increased.

[0057]In the embodiment mentioned above, although the pattern 61 usually draws the grave of a cross on the pattern part 63 and is drawing the bogey on the fluorogram pedicel 62, it is not limited to in particular this. For example, nothing may be drawn on the usual pattern part 63 of this pattern 61, but both bogies which lap with the grave of a cross at this may be drawn on it as the fluorogram pedicel 62. Thereby, since nothing is drawn, at the time of putting out lights of the ultraviolet ray lamp 67, it will usually be in the blank state where no pattern 61 is in sight at the pattern part 63. And the cross drawn on the fluorogram pedicel 62 at the time of lighting of the ultraviolet ray lamp 67 and the pattern 61 of a bogey emerge suddenly. For this reason, it did not understand at all what kind of pattern 61 is hidden by the fluorogram pedicel 62, which pattern 61 is hidden by the fluorogram pedicel 62, or the game person can make a game person's interest maintain at the time of putting out lights of the ultraviolet ray lamp 67. And by turning on the ultraviolet ray lamp 67, the cross and bogey which were drawn by fluorescent ink can be made to be able to emerge suddenly, unexpected nature can be given to a game, and a game can be played what is full of interest.

[0058]In the embodiment mentioned above, in order to prevent mannerism of a game, when a predetermined winning-a-prize pattern gathers, only the predetermined number of times (for example, 5 times) from the following game, The service time which can make the ultraviolet ray lamp 67 always able to turn on, and can make the contents of a pattern and the arrangement of a pattern of the fluorogram pedicel 62 check may be provided.

(A third embodiment) Drawing 11 and drawing 12 show a third embodiment of this invention, drawing 11 shows the

appearance front view of the pattern at the time of ultraviolet ray lamp putting out lights, and drawing 12 shows the appearance front view of the pattern at the time of ultraviolet ray lamp lighting, respectively.

[0059]This embodiment is the pattern 61 used for the challenge time (hereafter referred to as "CT") opportunity on the theme of mole extermination, and usually game nature with the inside of a game and CT by the existence of lighting of the ultraviolet ray lamp 67. The character on pattern 61 arrangement is made to change, and two-facedness is given to the game content. Here with a challenge time (CT). It is a game machine which a game person's skill can demonstrate more, and when it is made to generate on specific conditions and a game person challenges operation of eye aggressiveness within the appointed section (time) (challenge), the winning-a-prize pattern 61 can be placed neatly on an effective winning line. Namely, unless a prize is won by the lottery by the winning-a-prize drawing means 110, even if a game person is going to operate the stop switch 50 and place the winning-a-prize pattern 61 neatly on an effective winning line, the conventional game machine, The game controller 20 controls the rotation reel 40, and the winning-a-prize pattern 61 is kept from gathering on an effective winning line. On the other hand, in CT, the winning-a-prize pattern 61 except BB game, RB game, and a re-game can be placed neatly now on an effective winning line by what is called eye aggressiveness.

[0060]In this embodiment, the inside of a game usually copied the hole of the mole as the pattern 61 of "a re-game (Replay)", as shown in drawing 11 -- the pattern part 63 is usually used. And when a game position shifts to CT by the specific conditions defined beforehand, the ultraviolet ray lamp 67 lights up, and as shown in drawing 12, the mole which showed up usually seems to emerge as the fluorogram pedicel 62 from the hole of the mole of the pattern part 63. Several kinds of things from which a color differs are prepared, if this mole can operate the stop switch 50 and the mole of the same color can be stopped on an effective winning line, it has expenditure of a medal, and the number of the eradicated moles counts that mole as what was eradicated. And if it finishes eradicating a number of moles defined beforehand, the ultraviolet ray lamp 67 goes out by the ultraviolet ray lamp control means 120, and it is set up so that a mole and others may disappear from the hole of the mole of "a re-game (Replay)." If CT is completed by predetermined conditions before carrying out the completion of extermination altogether and finishing eradicating all, if a predetermined number of all moles of all are able to be eradicated in CT, the ultraviolet ray lamp 67 is also

switched off simultaneously with the end of CT, and it is set up so that a mole and others may also disperse. Thus, a new character called a mole is generated by lighting or putting out lights of the ultraviolet ray lamp 67, The element of a new game like mole extermination can be added, and two steps of stories by the existence of lighting of the ultraviolet ray lamp 67 can be added to a game.

[0061]

[Effect of the Invention] Since this invention is constituted as mentioned above, it does so an effect which is indicated below.

(Claim 1) According to the invention according to claim 1, the following effects are done so.

[0062]Namely, according to the invention according to claim 1, the same pattern can be used as two kinds of different patterns by the change of lighting of an ultraviolet ray lamp, and putting out lights, The number of patterns can be made to be able to increase in the limited field, the diversity of a game can be increased, and the slot machine which can play a game what is full of interest can be provided.

(Claim 2) According to the invention according to claim 2, in addition to the above-mentioned effect of the invention according to claim 1, the following effects are done so.

[0063]Namely, in [according to the invention according to claim 2] the time of putting out lights of an ultraviolet ray lamp, The slot machine to which what kind of pattern is hidden, a game person's hope can be increased, and an ultraviolet ray lamp can be made to be able to turn on, the pattern which consists of a fluorogram pedicel can be made to be able to emerge suddenly, and unexpected nature can be made to give can be provided.

(Claim 3) According to the invention according to claim 3, in addition to the above-mentioned effect of the invention according to claim 1 or 2, the following effects are done so.

[0064]That is, according to the invention according to claim 3, the slot machine which can be reported to a game person can be provided by the existence of lighting of the existence of winning-a-prize flag formation of an ultraviolet ray lamp.

(Claim 4) According to the invention according to claim 4, in addition to the above-mentioned effect of the invention according to claim 1 or 2, the following effects are done so.

[0065]That is, according to the invention according to claim 4, there can be no telling whether the pattern has gathered to lighting of an ultraviolet ray lamp, after a stop of a rotation reel, but the slot machine which can make a game person's hope maintain to the last can be provided.

[Translation done.]

